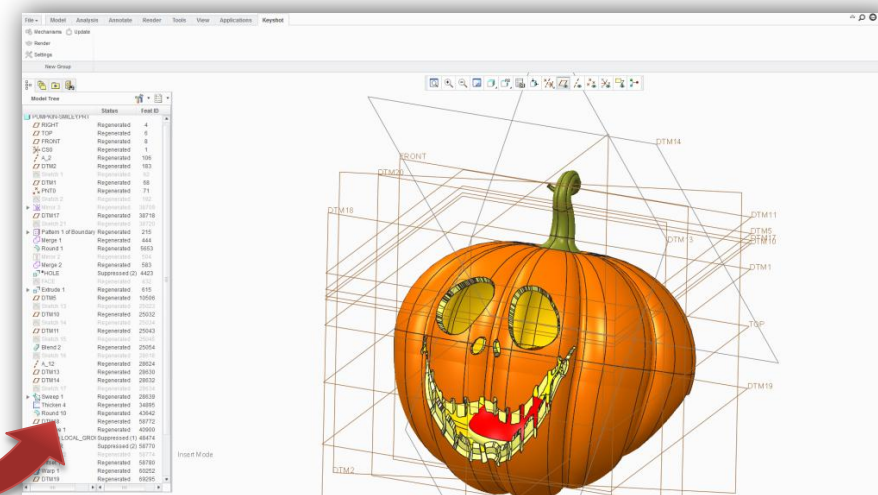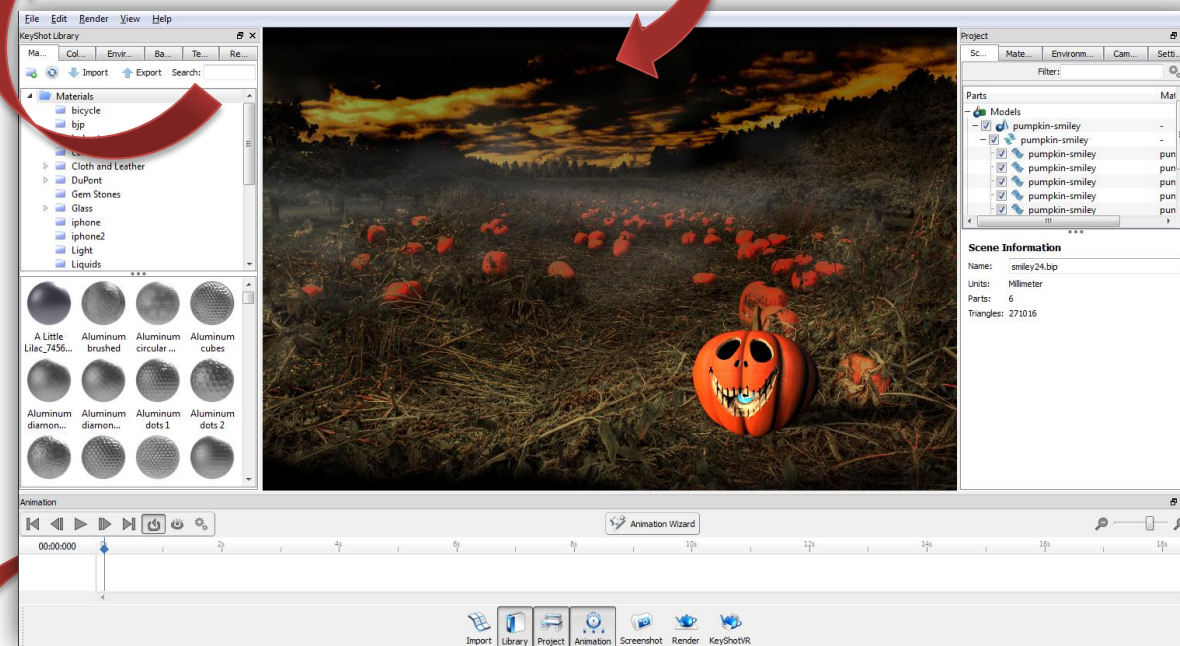First I created a CAD model using CREO 2.0 surface modeling. The face was created using a Google image which I converted to a vector image in Illustrator and then exported as dxf after which I could use it as a feature in CREO!
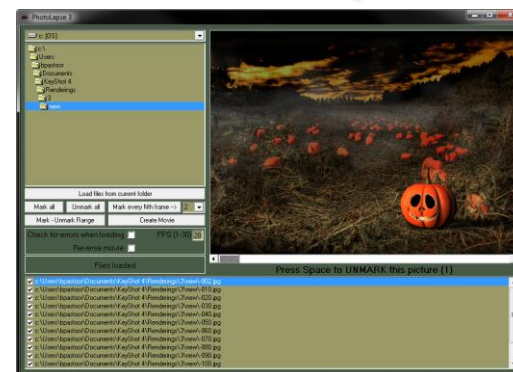
After being satisfied with the static model, I created a feature called "warp" which allows me to stretch geometry by simply filling in an angle. I then simply pressed the render button of the Keyshot-plugin after which the CREO model is loaded in Keyshot.

After rendering I went back to the CAD model to modify the angle of the warp feature to stretch the pumpkin even more. After simply hitting the refresh button of the Keyshot plug-in, the project would reload using the modified CAD model but keeping all other settings! I did this about 20 times using 20 different angles.

I created a nice background using Photoshop, imported this in Keyshot and added suitable lighting by editing a Keyshot environment. I also downloaded some textures and tweaked these in Photoshop to use as color and bump texture for the pumpkin skin. Also I created a transparent background for the (hidden) Keyshot logo/eye in Photoshop and placed this nicely as a decal in Keyshot. I then rendered the project.

After having 20 frames I used a small and quick program called PhotoLapse to create a video of the stitched images and again a video of the images in reversed order.

The video files I imported in a video editor (Corel Studio Pro). I added some sound effects and then cut, copied and stretched the video files until I was satisfied with the end result. I saved as mp4.